the liquid crystal display unit is supported by the frame at a back thereof and

the buffer is in contact with the liquid crystal display unit and the frame.

9. The gaming machine according to claim 8,

wherein an end face of the liquid crystal display unit has a hollow extending in a direction perpendicular to the end face, and

the buffer has a projection of which shape corresponds to a shape of the hollow; and

the projection is inserted in the hollow.

10. The gaming machine according to claim 8,

wherein the door further includes a cover being supported by the frame, the cover has an opening at a center thereof,

a front of the liquid crystal display unit is exposed from the opening through the transparent member, and

a peripheral portion of the liquid crystal display unit is covered by the cover at the front thereof.

11. The gaming machine according to claim 8, wherein the frame has a recess in which the liquid crystal display unit held by the buffer is set.

12. The gaming machine according to claim 8,

wherein the transparent member has at least one corner, and

the gaming machine further comprising a second buffer which covers the corner of the transparent member.

13. The gaming machine according to claim 1,

wherein the door further includes a frame supporting the liquid crystal display unit through the buffer,

the liquid crystal display unit is supported by the frame at a back thereof

the liquid crystal display unit has at least one projection on an end face thereof, the projection projects in a direction perpendicular to the end face, and

the buffer covers the projection.

14. The gaming machine according to claim 13, wherein the frame has a recess in which the liquid crystal display unit held by the buffer is set.

15. The gaming machine according to claim 13, wherein the frame has a hole in which the buffer is set.

16. The gaming machine according to claim 13,

wherein the door further includes a cover being supported by the frame, the cover has an opening at a center thereof,

a front of the liquid crystal display unit is exposed from the opening through the transparent member, and

a peripheral portion of the liquid crystal display unit is covered by the cover at the front thereof.

17. The gaming machine according to claim 13,

wherein the transparent member has at least one corner, and

the gaming machine further comprising a second buffer which covers the corner of the transparent member.

18. The gaming machine according to claim 1,

wherein the door includes a frame supporting the liquid crystal display unit through the buffer,

the liquid crystal display unit is supported by the frame at a back thereof,

the liquid crystal display unit has at least one projection on an end face thereof, the projection projects in a direction perpendicular to the end face, and

the buffer holds the projection.

19. The gaming machine according to claim 18,

wherein the projection has a holding portion for holding the buffer, and

the buffer is held by the holding portion.

20. The gaming machine according to claim 19,

wherein the holding portion includes a cutout provided at a tip of the projection,

the buffer includes a groove which is shaped in such a way that the width of part of the buffer is equal to the width of the cutout and the width of the groove corresponds to the thickness of the projection, and

the holding portion is set in the groove of the buffer.

21. The gaming machine according to claim 18,

wherein the frame includes an outer frame and an inner frame which is fixed to the outer frame; and

the buffer is fixed to the inner frame.

22. The gaming machine according to claim 18,

wherein the door further includes a cover being supported by the frame, the cover has an opening at center thereof,

a front of the liquid crystal display unit is exposed from the opening through the transparent member, and

a peripheral portion of the liquid crystal display unit is covered by the cover at the front thereof.

23. The gaming machine according to claim 1,

wherein the door includes a frame in which the liquid crystal display unit is set from a back thereof, and a cover being supported by the frame and having an opening at a center thereof,

the display unit is exposed from the opening through the transparent member,

the liquid crystal display unit has at least one projection on an end face thereof, the projection projects in a direction perpendicular to the end face,

the buffer holds the projection, and

the cover covers a peripheral portion of the liquid crystal display unit and supports the liquid crystal display unit through the buffer.